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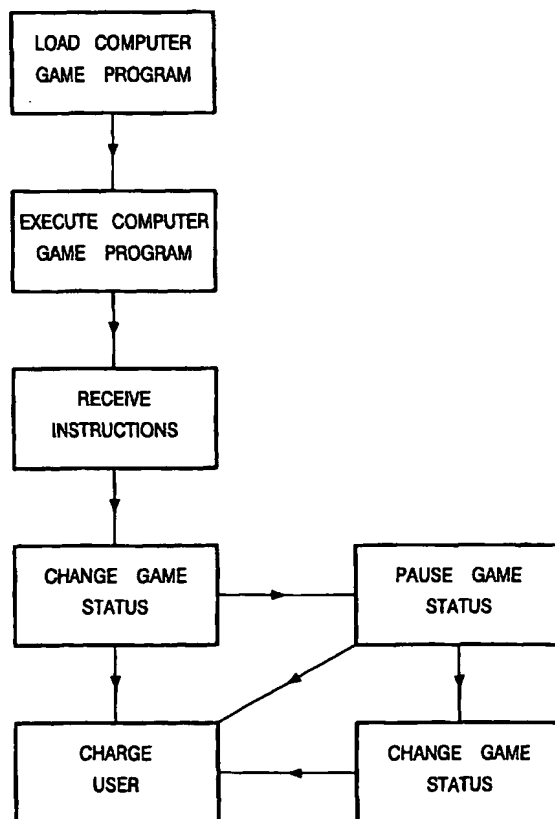
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(54) Title: COMPUTER GAME SYSTEM AND METHOD OF OPERATION

(57) Abstract: A method of operating a computer
game program (10;20) comprising the steps of,
loading the computer game program, executing the
computer game program, receiving instructions
from a user interface, changing the game status
according to the instructions, and charging a
user to store the game status. The excitement of
playing the game is increased for a user whilst
increasing the profitability for right-owners of the
game. The system may be an integrated computer
device, such as a PC, or a distributed architecture.

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